ATV Offroad Fury 2™

NOT FOR RESALE

INSTRUCTION MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or Memory Card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ATV Offroad Fury™ 2

Hints for all games produced by SCEA are available:

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for technical support, installation or general questions regarding PlayStation 2 and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service/Technical Support Line.

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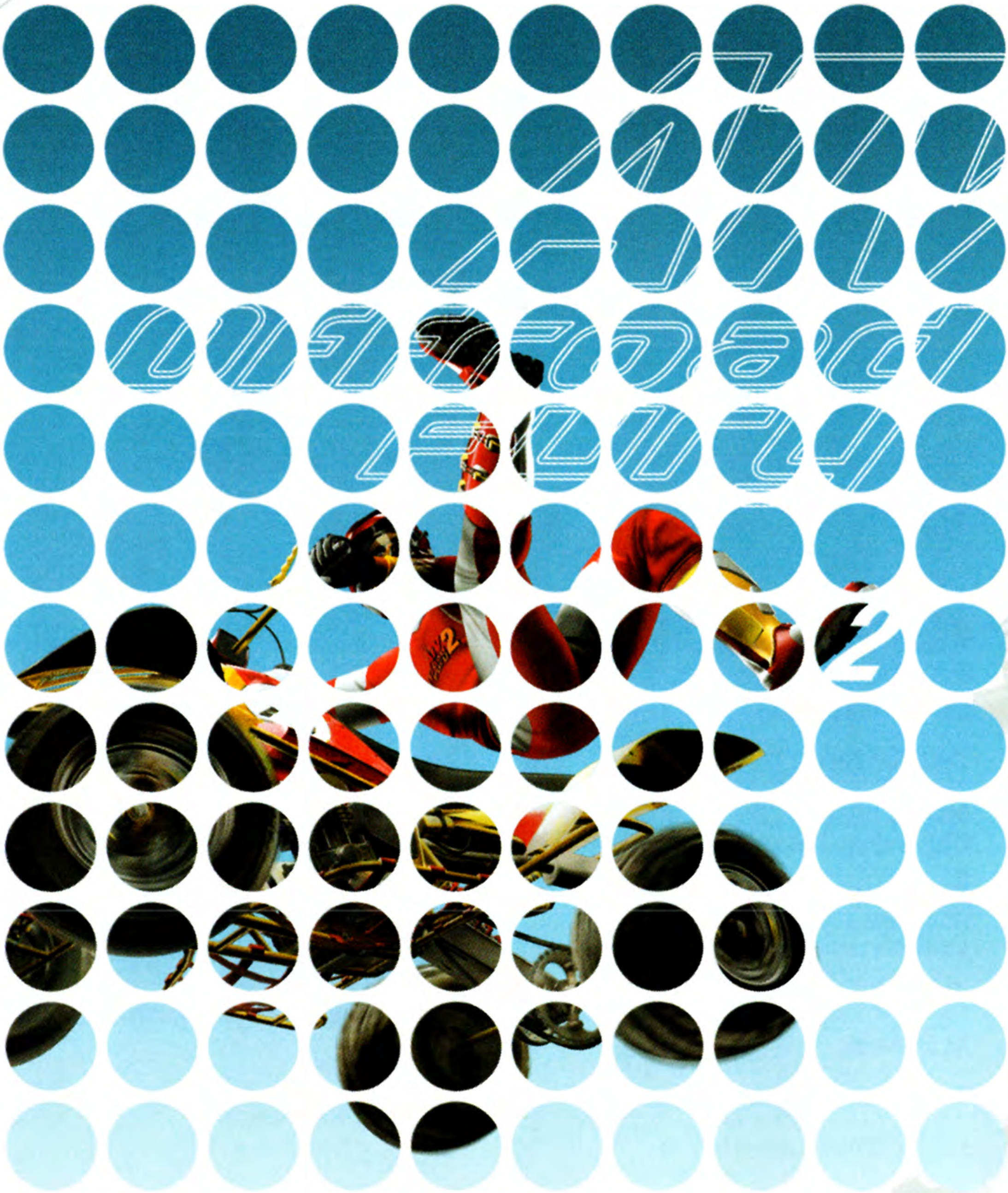


SAFETY ALERT

The ATVs in this video game may differ from the actual ATVs in shape, color and performance. The racing experience in this video game is intended to be fanciful; do not try these moves in real life. The vehicles portrayed in this video game are recommended only for highly experienced riders 16 years of age and older.

Be a responsible rider. Riding an ATV is an exercise in responsibility – to yourself, to others and to the environment. An ATV is not a toy and can be hazardous to operate. For your safety, wear a helmet, eye protection, protective clothing, and never ride on paved surfaces or public roads. Never carry passengers, and never engage in stunt riding. Avoid excessive speeds, and be particularly careful on difficult terrain. And keep in mind that riding does not mix with drugs or alcohol. The ATV manufacturers of the vehicles portrayed in this video game recommend that all ATV riders take a riding course and read their owner's manual thoroughly. ATV purchasers should take the free ASI training by calling 800-887-2887.

TAKE THE FURY 2 THE MAX!

Get a tank full of ATV reality from punishing Enduro treks, extreme freestyle stunt face-offs and glory-fueled Supercross showdowns. Roam endless integrated environments loaded with trails, killer stunt hills and secret out of the way tracks. The competition is endless with 14 championships in both Amateur and Pro events.

Battle the elements as dirt and mud builds up on you and your machine. Slog through streams, slide through snow-slicked turns or saw your way through dense forest to get back in the race. Want to get even closer to nature? Lose it on a hard turn and kiss a tree after going huge over your handlebars.

Show some stuntman stardom pulling incredible trick combos off moguls and ramps in a packed stadium or blast off wilderness mountaintops. If serious competition is wearing you out, lighten up with mini-games that add furious ATV horsepower to Tag, Hockey, King of the Hills, and Treasure Hunt.

Clash with other riders going for the holeshot on one of more than 20 new machines including top sponsored team rigs. Each bike rides to real-world specs responding to weather and terrain – and you can tweak the performance on every one.

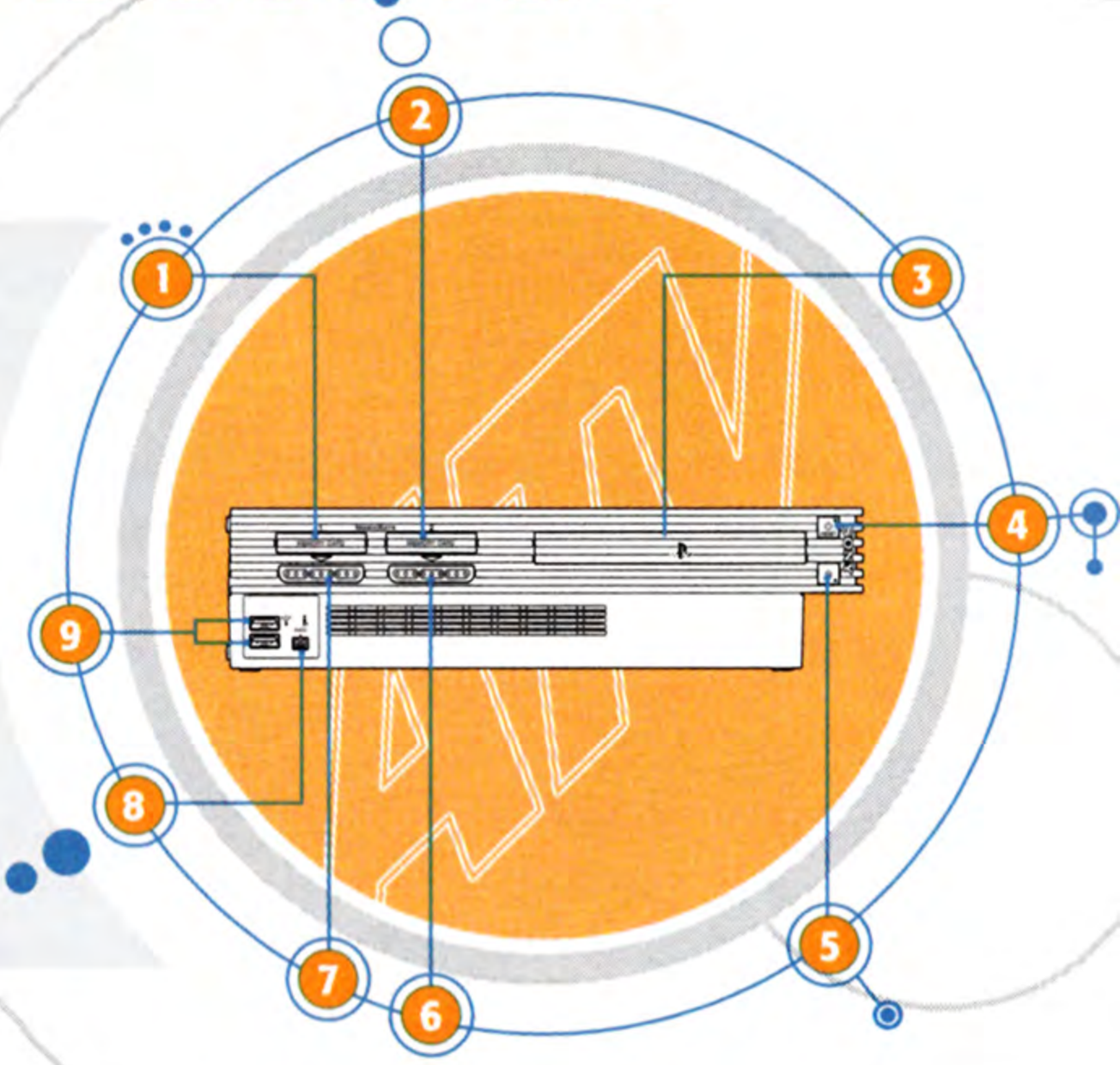
To make sure that every record breaking lap or incredible stunt combo goes down in history, a player profile tracks every event as you rack up points to unlock new ATVs, rider equipment, tracks, and games.

Multiplayer competition gets intense for up to four players including multitap and i-Link play. Or get wired for worldwide online competition and compete for international dominance.

Dominate impossible wilderness, thrill thousands of cheering fans or just thrash for the fun of it. Ignite the fury!

SETTING UP YOUR PLAYSTATION®2 SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the ATV Offroad Fury 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD (8MB) (for PlayStation®2) into any MEMORY CARD slot in your PlayStation 2 computer entertainment system. You can load saved game data from the same card or any memory card containing previously saved ATV Offroad Fury 2 games.

MULTITAP (FOR PLAYSTATION 2) (FOR 3 OR 4 PLAYER GAMES)

For a 3 or 4 Player game, use a Multitap (for PlayStation 2) (sold separately). Each player will need a controller. Connect the Multitap to Controller Port 1 of the PlayStation 2 console. Then connect the controllers to the controller ports on the side of the Multitap. You cannot use the Multitap in Controller Port 2. When using the Multitap, insert the memory card into any MEMORY CARD slot on the Multitap. Memory Card Slot 2 is not used if a Multitap is used.

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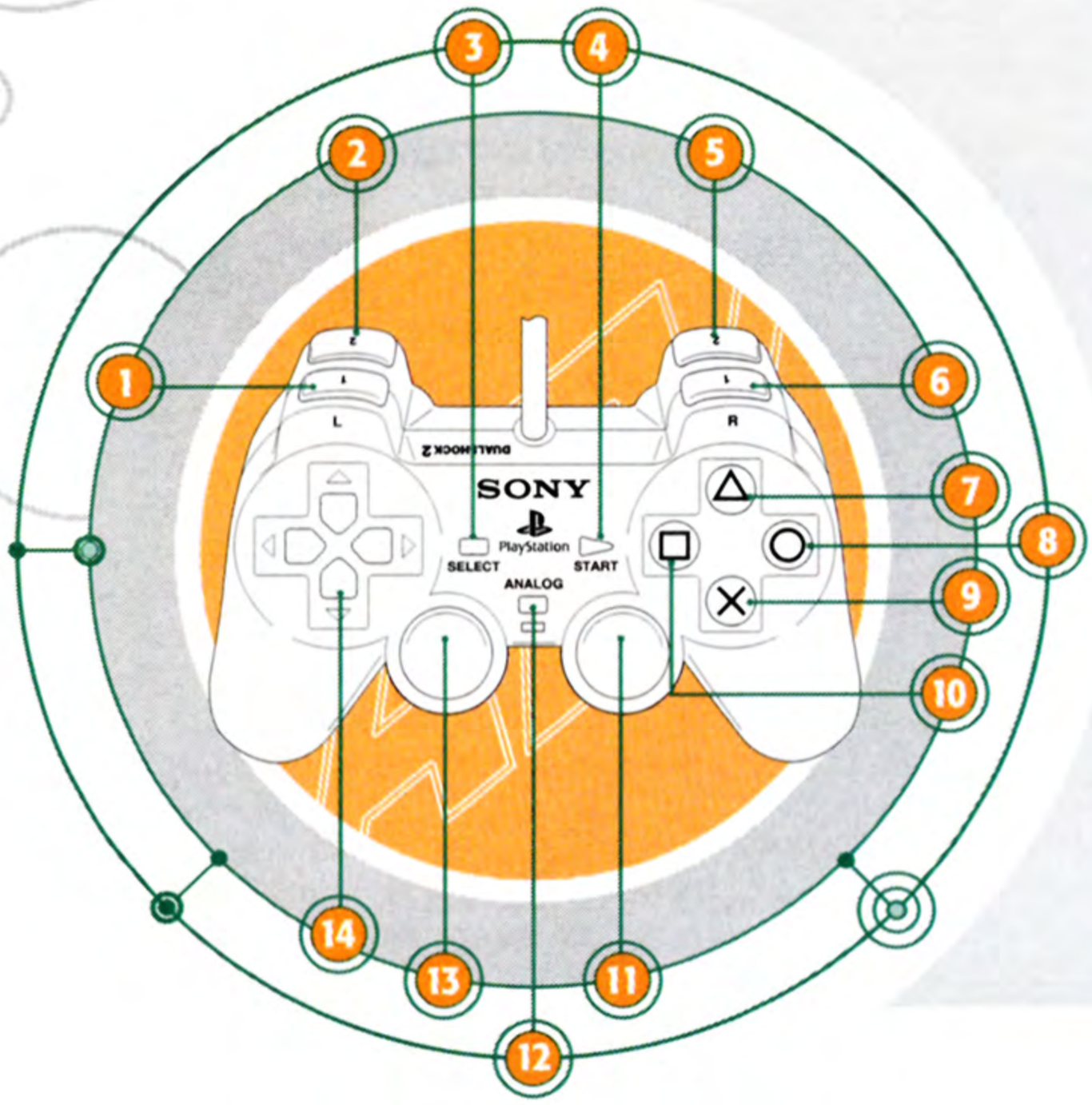
CONTROLLER



1. L1 button
2. L2 button
3. SELECT button
4. START button
5. R2 button
6. R1 button
7. △ button
8. ○ button
9. × button
10. □ button
11. right analog stick (R3 button when pushed down)
12. ANALOG mode switch
13. left analog stick
14. directional buttons

i-LINK

Set up your i-Link according to the instructions in the i-Link manual. Use i-Link to connect two PlayStation 2 computer entertainment systems and televisions.

ONLINE PLAY

To compete in ATV Offroad Fury 2 Online play you must have a Network Adaptor (Ethernet/modem) (for PlayStation 2) installed on your PlayStation 2 computer entertainment system and an internet connection through a broadband or 56K dial-up account. Install your Network Adaptor according to the instructions in its manual. A memory card with a valid Network Configuration must be inserted into MEMORY CARD slot 1 or 2 before starting up ATV Offroad Fury 2 to play online. If you are using a Multitap, a memory card with a valid Network Configuration must be inserted into MEMORY CARD slot 1-A.

ATV Offroad Fury 2™

CONTROLS

MENU CONTROLS

Select menu item ..... directional button ⬆/⬇

Change menu option ..... directional button ⬅/➡

Confirm selection ..... ⊗

Back to previous screen ..... △

Pause game ..... START

Edit/Exit ATV stats on ATV/Rider Select screen ..... ⊗ + ⬆/⬇/⬅/➡

Edit/Exit rider name/number on ATV/Rider Select screen . ⊗ + ⬆/⬇/⬅/➡

BASIC ATV CONTROLS (DEFAULT SETTINGS)

Note: The ATV controls below are shown using the left analog stick. The directional buttons can be used in place of the left analog stick to control the ATV and perform stunts.

Steer ..... left analog stick ⬅/➡

Accelerate ..... ⊗

Brake ..... ▣

Reverse ..... ⊗ + ▣

Lean forward ..... left analog stick ⬆

Lean back ..... left analog stick ⬇

Preload (jumping only) . . . left analog stick ⬇ at base of jump, then quickly snap left analog stick ⬆ just before peak of jump

Cross-up (airborne only) ..... left analog stick ⬅/➡

Wheelie ..... left analog stick ⬇ + ⊗

Reset (Practice mode only) ..... L1 + R1

STUNT CONTROLS (DEFAULT SETTINGS)

Nac Nac ..... ◉ + left analog stick ⬆
No Footed Can Can ..... ◉ + left analog stick ⬇
Suicide No Hander ..... ◉ + left analog stick ⬅
Bar Hop ..... ◉ + left analog stick ➡
Heel Clicker ..... △ + left analog stick ⬆
Cliff Hanger ..... △ + left analog stick ⬇
Nothing ..... △ + left analog stick ⬅
Point Back ..... △ + left analog stick ➡
Cat Nac ..... ◉ + △ + left analog stick ⬆
Cordova ..... ◉ + △ + left analog stick ⬇
Scorpion ..... ◉ + △ + left analog stick ⬅
Double Heart Attack ..... ◉ + △ + left analog stick ➡
Indian Air ..... L1 + ◉ + left analog stick ⬆
Disco Can ..... L1 + ◉ + left analog stick ⬇
Tsunami ..... L1 + ◉ + left analog stick ⬅
Shaolin ..... L1 + ◉ + left analog stick ➡
One Handed Indian Air ..... L1 + △ + left analog stick ⬆
Tweak Air ..... L1 + △ + left analog stick ⬇
Lazy Boy ..... L1 + △ + left analog stick ⬅
Boogie Nights ..... L1 + △ + left analog stick ➡
Heart Attack Indian Air ..... L1 + ◉ + △ + left analog stick ⬆
One Footed Cordova ..... L1 + ◉ + △ + left analog stick ⬇
Holy Man ..... L1 + ◉ + △ + left analog stick ⬅
Sidewinder ..... L1 + ◉ + △ + left analog stick ➡

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CAMERA CONTROLS (DEFAULT SETTINGS)

Cycle through camera views ..... SELECT

Pan camera around rider ..... right analog stick

Zoom camera ..... R1 + right analog stick ↑/↓

Dolly camera ..... L1 + right analog stick ↑/↓

Look Back L2

Thrill Cam R2

WAYPOINT EDITOR CONTROLS

Move Cursor/Gate ..... left analog stick or directional button

Rotate camera ..... right analog stick

Place/Edit gate ..... ⊗

Rotate gate left (if gate is selected) L1

Rotate gate right (if gate is selected) R1

Snap to next gate ..... R1 (hold to cycle forward through gates)

Snap to previous gate ..... L1 (hold to cycle back through gates)

Undo ..... ◉

Delete gate ..... ⊗ to select gate, then △

Show/Hide Help Menu ..... ▣

Toggle Test Mode/Edit Mode ..... SELECT

Pause Menu ..... START

Note: See "The Waypoint Editor" section on page 33 for more detail.

THE GAME SCREEN

1. Place
2. Score
3. Lap
4. Lap Time
5. Best
6. Total
7. Lead
8. Preload Meter
9. Speedometer
10. Radar
11. Position

Note: You can turn Game Screen Heads-Up Display features ON/OFF by selecting OVERLAYS on the Pause Menu.

PLACE
Shows your current position in the race. In 1-Player Championship competition your finishing position must be above the horizontal bar to continue to the next race. If you place below the bar, try the race again!

SCORE
Shows the amount of stunt points you've achieved during the current race.

LAP
Displays current lap/total laps for this race. In Practice Mode, the display shows only the number of laps completed.

LAP TIME
Displays the current lap time.

BEST
Displays the best lap time for the current race.

TOTAL
Displays the total time for the current race.

LEAD
Shows how much you're leading or trailing in a race.

- A green number indicates you are leading the 2nd place rider by the specified time.

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- A red number means you are trailing the leader by the specified time.

PRELOAD METER

Watch the color of the meter to preload your ATV suspension and get huge air on hills and ramps. When you approach a jump the meter turns blue and preload is possible. Press the left analog stick ⬇ then snap it ⬆ just as you hit the peak of the jump. The orange in the meter shows how much preload you achieved.

SPEEDOMETER

Shows your speed in miles per hour or kilometers per hour. To change this setting, select OPTIONS on the Main Menu and select GAME SETTINGS.

RADAR

Displays rider position based on the selected event type in all events:
Red dot – Player 1
Blue dot – Player 2
Green dot – Player 3
Yellow dot – Player 4
Grey dots – Computer Riders

In specific events:

- Nationals, Supercross and Short Track – The radar displays the course layout and rider positions (dots).
- Enduro – Waypoint Gates are white lines.
- Freestyle Target Shoot – Dots are rider positions and targets during the Freestyle Target Shoot.
- Games – Dots are rider positions and target locations.

ALERTS

During a race the Off Track Alert appears when you are going the wrong way. An arrow will appear at the top of the screen to show you where to get back on track. In some events, you have five seconds to get back on course or your ATV and rider will be automatically repositioned on the track. If you run into water that is too deep you have five seconds to get to shallower water or your ATV and rider will be repositioned on the track.

DIRECTION ARROW

Points to the correct course direction.

MAIN MENU

Access all of the competitions and modes from here.

Note: It is highly recommended that you create a player profile by selecting PROFILE EDITOR below before entering ATV events.

- **Press the directional button ⬆/⬇ to highlight an option.**
- **Press the directional button ⬅/➡ to change an option.**
- **Press ⊗ to confirm a setting or view more options.**
- **Press △ to cancel or return to the previous screen.**

SINGLE PLAYER

Compete in 14 championships, just one single race, or create your own courses within Enduro races.

MULTIPLAYER

Select this for 2 to 4 Player games. Play against your friends locally or compete online.

TRAINING COURSE

Learn important driving techniques that will help you win consistently. To get the most out of ATV Offroad Fury 2, it is strongly recommended that you take the Training Course. Not only will you have the opportunity to get the feel for handling an ATV, you'll learn important concepts like preloading the suspension, a critical part of the game. Plus, just for completing the Training Course, we'll give you four race-ready ATVs and four matching sets of rider equipment! GO FOR IT!

PROFILE EDITOR

Create a profile, unlock items, view statistics, and more. Your player profile will store all important stats for each session. Once you have created your profile, you can load it before beginning play.

- **Use Profile Points to buy and unlock game features.**
- **You must create a player profile for Online competition.**

See The "Profile Editor" on page 25.

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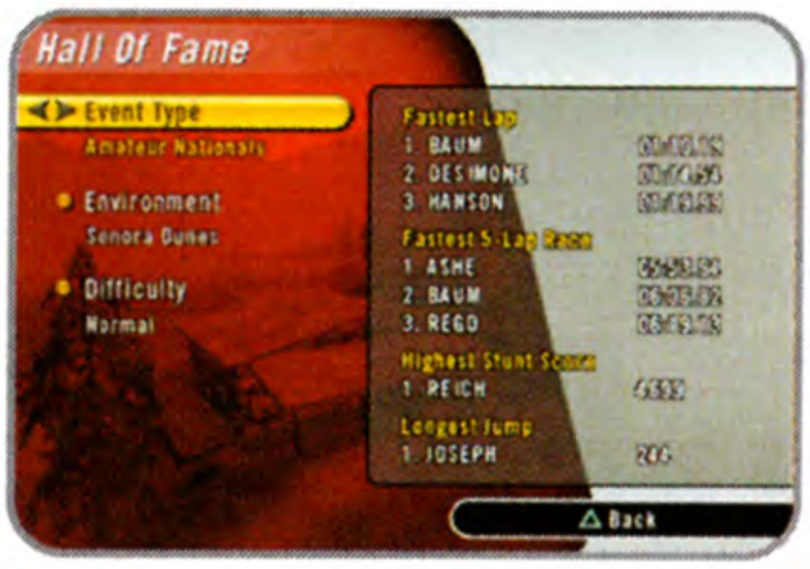

HALL OF FAME

Check the Hall of Fame for the best performances in all the events. You can sort by three descriptors by pressing the directional button ⬅/➡ and ⬆/⬇:

Event Type – Select from any of the race and freestyle events.

Environment – Select from any available environment.

Difficulty – Select the difficulty setting of the computer-controlled riders.

Race statistics include Fastest Lap, Fastest 5-Lap Race, Highest Stunt Score, and Longest Jump. Freestyle statistics include Highest Objective Scores, Highest Stunt Score, Most Combos, and Longest Jump.

OPTIONS

Edit game settings, jukebox selections, controller preset configurations, or view the credits.

- **Press the directional button ⬆/⬇ to highlight an option and ⬅/➡ to change the setting.**
- **Highlight an option and press ⊗ to open additional settings.**

JUKEBOX

This option allows you to specify which songs will be available during an event. Press ⬆ and ⬇ on the directional button to highlight a music track. To listen to a track, press ▣. To add or remove the track from your play list, press ◉. To accept your selections, press ⊗. To cancel your changes, press △.

GAME SETTINGS

Split Screen – (For two-player mode only)
Select HORIZONTAL or VERTICAL.

Music Volume – Adjust the music volume from 0% to 100%.

Sound FX Volume – Adjust the sound effects volume from 0% to 100%.

Sound Configuration – Select DOLBY, MONO, STEREO, or STEREO (SWAPPED).

Measurement – Select STANDARD (miles per hour, feet) or METRIC (kilometers per hour, meters).

Display Mode – Select STANDARD TV (480i) or HI-DEFINITION (480p).

CONTROLLER SETTINGS

You can change the settings for each controller.
Select Configuration – Choose from one of four button presets.
View Configuration – Flip through ATV Controls, Stunt Controls, and Camera Controls to view the button configurations.
Controller Vibration – Turn in-game vibration on/off.

CREDITS

Check out the creators of ATV Offroad Fury 2.

DRIVING THE MACHINE

- **Steer the ATV by pressing the left analog stick ⬅/➡.**
- **Accelerate by pressing ⊗.**
- **Press ▣ to hit the brakes.**
- **To throw the ATV into reverse press ▣ and ⊗.**
- **Your ATV performance is influenced by surface conditions. Your ATV will react to changes in traction on wet, muddy or snow-covered surfaces.**

To tune engine performance, tire traction and the suspension of your ATV see "The ATV/Rider Select Screen" on page 23.

BALANCING THE ATV

You can change the forward/backward pitch and left/right pitch of the ATV both on the ground or while airborne. Use the left analog stick to shift the rider's weight on the ATV. Good landings depend on how the wheels hit the ground.

- **After going over a jump or mogul, try to pitch the ATV to an angle that matches the surface you are about to hit. A good landing maintains speed. You risk dumping the machine if you land too much on the front or back wheels.**
- **When jumping hill-to-hill during a race, try to land on the far side of the hill to maintain speed and avoid hard landings.**
- **Make sure you're not crossed-up when you land. Landing sideways by a small amount is usually ok, but pushing the handlebars too far to the left or right as you land will cause you to spill when you touch ground almost every time. It's best to land heading straight. Once you're on the ground, turning is a lot easier and safer.**

PRELOADING THE SUSPENSION FOR JUMPS

Sometimes you need more air to clear jump sections easier or to increase hang time so you can bust more stunt combos.

Get more air when you jump by preloading the suspension. To preload, pull ⬇ on the left analog stick or press ⬇ on the directional button as you approach the base of a jump. Then, at the peak of the jump, quickly snap the left analog stick or directional button ⬆. If you preloaded correctly, your ATV will sail through the air even farther than usual.

There's a preload meter next to the speedometer at the bottom right corner of the screen. The meter turns blue when the conditions are right to preload. When you preload, the meter will show an orange bar indicating the strength of your preload.

BUSTING STUNTS

Stunts are a big part of the game. You can bust a stunt anytime you get some air. Make sure you land without wrecking after a stunt or else you won't get points for the jump.

See the "Stunt Controls" section on page 8 to find out which button combinations to use for each stunt.

COMBOS

A great way to increase your stunt score is to bust combos. To create a combo, pull off more than one stunt in a single jump. Each additional stunt will add a multiplier to your stunt score when you land.

BE ORIGINAL!

It's important to change up your stunts during a competition. For example, if you keep doing Nac Nacs over and over again, you'll score fewer and fewer points for that stunt each time you do it.

ADD UP THOSE PROFILE POINTS

In some race and freestyle modes, stunt performance will earn you Profile Points. Profile Points are used to unlock items. See the "Profile Points" section on page 28.

SINGLE PLAYER COMPETITIONS

When you select SINGLE PLAYER from the Main Menu, you'll have the following four choices:

RACE

Select this to race on Nationals, Supercross, Enduro, and Short Tracks.

FREESTYLE

If freestyle competition is your thing, check this out.

CHAMPIONSHIPS

To compete in any of 14 championships select this. See "Competing in the Championships" on page 29.

WAYPOINT EDITOR

Got an urge to create your own Enduro waypoint races? Here's your chance.

MULTIPLAYER COMPETITIONS

Here is a quick breakdown of the ways you can play ATV Offroad Fury 2 in Multiplayer Mode.

SPLIT SCREEN

Up to four players compete in split screen gameplay using one PlayStation 2 computer entertainment system and a Multitap.

- If two players are competing, races will include computer riders (unless the Duel race mode has been selected, in which case two players go head-to-head without computer riders on the track).
- In 3 or 4 player competition, no computer riders will compete.
- To switch between horizontal and vertical viewpoints, go to the Main Menu, select Options, then select Game Settings (2 Player Only.)

i-LINK (HOST)

If you've got a spare TV and an extra copy of ATV Offroad Fury 2, you can link up 2 PlayStation 2 systems so each player can have a full screen to themselves. i-Link (Host) allows a player to begin a session.

i-LINK (JOIN)

This option allows you to join an i-Link session.

LAN

Connect your PlayStation 2 to a local area network and compete with your friends.

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ONLINE

Two to four players can compete online. All players must have a Network Adaptor and either a broadband or dial-up connection.

MULTIPLAYER RACE PREP

After you've selected a multiplayer mode, you'll have the following three options:

RACE: Just like in Single Player, pick this selection if you and your friends are interested in racing on Nationals, Supercross, Enduro, and Short Tracks.

FREESTYLE: For strictly freestyle competition, choose this.

GAMES (Split Screen Only): Two games are available right away, but two are locked. You need to score some Profile Points in Single Player mode in order to buy them. See "The Profile Editor" section on page 25.

MULTIPLAYER NOTES

Up to four players can compete in ATV Offroad Fury 2. When playing Multiplayer Mode:

- Players cannot unlock items during multiplayer competition.
- Players may load Profiles during a multiplayer competition, but no Player profile information is ever saved during Multiplayer competition.
- In Split Screen competition only, if a player breaks a record, that stat is noted in the Hall of Fame file on Player 1's memory card.

Note: For 3 or 4 Player games on one PlayStation 2 computer entertainment system, use a Multitap (for PlayStation 2) (sold separately).

THE RACE PREP, FREESTYLE PREP, AND GAMES SCREENS

Select event type, race mode, number of laps, and difficulty settings.

- **Press the directional button ⬆/⬇ to highlight a menu item.**
- **Press the directional button ⬅/➡ to change a setting.**
- **Press ⊗ to confirm all selections and move on to the next screen.**

EVENT TYPE

These include Amateur and Pro versions of Nationals, Supercross, Enduro, Freestyle, and Short Track, plus four mini games. See "Event Types" on page 19 for a description of each event.

ENVIRONMENT

Select any unlocked environment. There are two ways to unlock environments for a particular event type:

- **Play through the 14 championships.**
- **Earn enough Profile Points to buy them.**

Note: Some environments can be used for multiple event types. See "The Profile Editor" on page 25 section.

RACE/FREESTYLE MODE

Depending on the selected event type, race modes can include Single Race, Practice, Freeride, Lap Attack, and Duel. Freestyle modes can include Objectives, Classic, or Freeride.

DIFFICULTY

In certain event types and race modes, you can adjust how well the computer-controlled riders perform.

Normal Difficulty – The computer riders are competitive, but they'll still blow a jump every now and then.

Expert Difficulty – Be prepared. They'll know the track inside and out!

Note: Expert difficulty is initially a locked feature. See "The Profile Editor" on page 25.

LAPS

For races only, set the number of laps from 2 to 20.

TIME LIMIT

If the event features a time limit, you can choose anywhere from 2 minutes to 20 minutes.

EVENT TYPES

The events in ATV Offroad Fury 2 will take you from wooded trails to packed stadiums, and everywhere in-between. Each event features Amateur and Pro competitions.

NATIONALS

These are outdoor races. You'll have to contend with a little bit of water, mud, ice, sand, and snow, but for the most part these courses are manicured for serious ATV racing.

Amateur National races are a great place to learn how to handle your ATV. The first couple of races are pretty simple, but after that you'll need to start preloading if you want to be competitive.

Pro National races become brutal very quickly. There are long jumps, sharp turns and split ramps. Take time to memorize the course during practice– it will pay off when you race.

SUPERCROSS

Supercross races happen indoors in front of thousands of fans. In this event, it's not so much about speed as it is technique and determination.

Amateur Supercross races are your introduction to stadium-based competition. Here you'll quickly learn the concept of "fast lines." These are invisible paths that join together to form the quickest route around the course.

Pro Supercross races are some of the toughest in the game. Finessing the preload of your ATV will often mean taking a rhythm section perfectly, or casing a jump head-first.

ENDURO

These long outdoor races feature lakes and streams, mud pits, snow drifts, sand washes, and ice patches (not to mention adverse weather conditions like fog and rain). The goal is to drive through the waypoint gates in the proper order. Follow the arrow at the top of the screen. It will always point to the next waypoint gate that you need to pass through. Also keep an eye out for the arrow signs on the waypoint gates. They'll give you a hint as to the direction of the next gate!

Amateur Enduro races are generally longer than National races, but they don't require nearly as much technique. It's all about top speed and quick steering.

Pro Enduro races are the longest, most grueling races in ATV Offroad Fury 2. Plenty of twists and turns will surely test your endurance!

FREESTYLE

Ready to put on a show? Freestyle is all about busting insane stunts while keeping all of your bones intact. Hold a stunt as long as you can, or chain together multiple stunts to create combos. Just don't keep showing off the same old tricks. You'll be given fewer points every time you bust the same stunt during a competition!

Amateur Freestyle events usually happen out in the middle of nowhere. Sometimes you'll encounter natural quarries, other times you'll find man-made hills and ramps. Either way, count on some huge air.

Pro Freestyle events feature even crazier environments. Three events are stadium based, one takes place on a tropical island, another takes place in a desert sandstorm. And if you're really good, you might even get a chance to stunt in the snow at night.

RACE & FREESTYLE MODES

Race or Freestyle the way you want it. Different modes are available for each. Note that some modes allow you to accumulate valuable Profile Points, while some don't. See the "Profile Points" section on page 28.

RACE MODES

Special note regarding first laps:

On most race tracks, the start position is not located at the same position as the finish line. Often the first lap is shorter than a full lap. For this reason, first laps count as a completed lap, but first lap times are not counted toward Hall of Fame and Player Profile records.

Single Race – Compete in one race on any available course in Single Player or Multiplayer events. Single Player Mode allows you to accumulate Profile Points (Single Player only).

Practice – Get a feel for any available course. There are no time limits or lap restrictions. If you get lost off-track, you can press the L1 and R1 buttons at the same time to reset your rider back on track. You cannot accumulate Profile Points in this mode.

Freeride – Drive as long as you'd like, anywhere, on any available environment. There's no lap counts and no time limits… just you, your ATV, and nature. You cannot accumulate Profile Points in this mode.

Lap Attack – Compete against your best performance! Depending on whether or not the event has a funnel start, you'll be racing against your ghost after the first or second lap. If you beat it, the next lap's ghost will represent your performance.

Note: You can also play Lap Attack as a Multiplayer event. The ghost will represent the fastest lap posted by all players. If a player beats the ghost, his or her lap is now the ghost.

When you're ready to finish a Lap Attack session, you'll have the option to save your ghost lap so you can compete against it again later.

DUEL (2-PLAYER ONLY)

This mode allows two players to compete directly against one another, without additional computer riders on the track. You cannot accumulate Profile Points in this mode.

FREESTYLE MODES

OBJECTIVES

This mode requires you to complete freestyle objectives before time runs out. This mode allows you to accumulate Profile Points (Single Player only).

The objectives are:

- **Hit the Green / Red Targets – Green and red targets are suspended in the air. Hit them all before you run out of time! Hitting targets not only gives you stunt points, but they'll also add extra time to the clock.**
- **Score 10,000 / 25,000 / 50,000 / 100,000 Points – Try to score the required stunt points before time runs out. Don't forget to bust combos. They're the quickest way to score big points!**
- **Bust 10 Differnt Combos – Successfully pull off 10 different combos before the clock counts down to zero.**

Multiplayer rules:

- **Hit the Green / Red Targets – The player who hits the most targets before time runs out is declared the winner. If all targets are hit before time runs out, the player who hit the most targets is declared the winner. If more than one player has hit the same number of targets at the end of the game, the player with the highest score is declared the winner.**
- **Score 10,000 / 25,000 / 50,000 / 100,000 Points – When time runs out, the player with the highest score is declared the winner.**
- **Bust 10 Different Combos – The first player to bust 10 different combos before time runs out is declared the winner. If time runs out before anyone busts 10 different combos, the player with the highest score is declared the winner.**

CLASSIC

This is the original freestyle mode. Try to score as many points as possible before time runs out. This mode also allows you to accumulate Profile Points (Single Player only).

FREERIDE

Jump and stunt anywhere you'd like with no time limit. You cannot accumulate Profile Points in this mode.

THE ATV/RIDER SELECT SCREEN

Select an ATV then select and outfit your rider.

ATV

Each ATV has different engine, traction, and suspension characteristics. You'll initially start out with eight unlocked ATVs. Buy more ATVs with Profile Points. See "The Profile Editor" section on page 25.

EDIT STATS

You can adjust the performance specs of your ATV. As you gain more experience, you will be able to judge the ATV performance requirements for each event or weather situation and tweak your machine accordingly.

To edit the stats of your machine:

1. **Press ⊗.**
2. **Press the directional button ⬆/⬇ to select the performance feature you want to adjust and ⬅/➡ to make the adjustment.**
3. **Press ⊗ again to exit the stats area.**

RIDER

Select a male or female rider.

GEAR

Select the style and color of your rider's gear. Some gear is available, but plenty is locked. See "The Profile Editor" section on page 25.

NAME

Put your name on the back of your jersey. Your name can be up to eight letters long.
To edit the rider name:

1. **Press ⊗.**
2. **Press the directional button ⬆/⬇ to select a character (A-Z), and press the directional button ⬅/➡ to move the cursor left and right.**
3. **Press ⊗ again when you're done.**

NUMBER

Pick a number from 00 to 99 and it will show up on your jersey.

To edit the rider number:

1. **Press ⊗ button.**
2. **Press the directional button ⬆/⬇ to select a character (0-9), and press the directional button ⬅/➡ to move the cursor left and right.**
3. **Press ⊗ button again when you're done.**

HELMET, GOGGLES, GLOVES AND BOOTS

Select the style and color of your rider's helmet, goggles, gloves and boots. Just like gear, some items are available, but plenty are locked.

See "The Profile Editor" section on page 25.

THE PAUSE MENU

Press the START button during gameplay to open the Pause Menu.

- **Press the directional button ⬆/⬇ to highlight an option and press ⊗.**
- **Press the directional button ⬅/➡ to change a setting.**

RESUME

Continue the event.

RESTART

Restart the event from the beginning.

MUSIC TRACK

To select a different music track, press the directional button ⬅/➡. Available music tracks are based on Jukebox Settings located in the Options Menu.

OVERLAYS

The Overlays submenu allows you to select which in-game heads-up display features you want to see. You can turn the following features on and off:

Timing Overlays - Select ON/OFF
Lap Overlays - Select ON/OFF
Score Overlays - Select ON/OFF

Position Overlays -Select NAME/PLACE/OFF
Informational Overlays - Select ON/OFF
Speedometer Overlays - Select ON/OFF
Radar Overlays - Select ON/OFF

MUSIC VOLUME

Set the music volume from 0% to 100%.

SOUND F/X VOLUME

Set sound effects volume from 0% to 100%

CAMERA CONTROLS

Turn the camera controls ON/OFF. You can still switch cameras by pressing the SELECT button.

QUIT

Quit the events and return to the Main Menu.

Note: ATV Offroad Fury 2 uses an AutoSave feature. The memory card is accessed throughout any play session. A message will appear when the memory card is being accessed. Do not remove the memory card or turn the power off during a save session.

RESULTS SCREENS

After each competition, you will be presented with information about the event. Depending on the selected event, you'll see detailed information for race finish order, lap times, stunt points, profile points earned, championship points earned, freestyle objectives completed and more.

THE PROFILE EDITOR

A Player Profile tracks your accomplishments (and failures) every time you play ATV Offroad Fury 2. It keeps track of everything from statistics to unlocked items to camera settings. Plus, as you play the game in Single Player mode, you'll accumulate Profile Points that you can use to unlock ATVs, rider equipment, events, and games. See the "Profile Points" section on page 28.

CREATE PROFILE

When you choose to create a profile, you can select from any available ATV and rider equipment. You'll also have a chance to give your rider a name and number.

Next, you will be prompted to select an available memory card. You can store up to four profiles on one memory card. After you have selected a location, you will be prompted to name your profile. When you enter a profile name, your profile is saved to the memory card.

LOAD PROFILE

Select this option to load a profile from any available memory card.

VIEW PROFILE

This option allows you to see how you're doing in the game. There are three sections to check out:

OVERVIEW

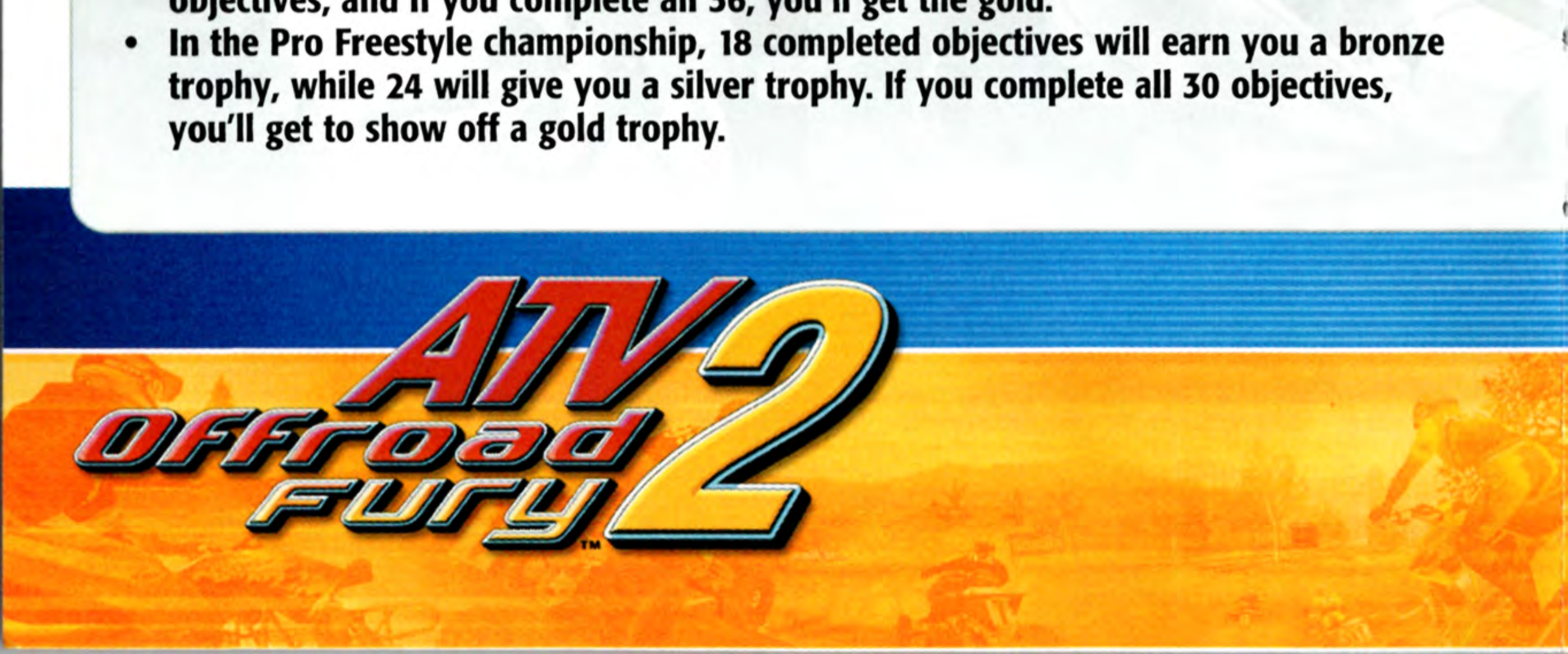
This section gives you a total overview of your performance so far. It lists the following items:

- **Percent Complete** – Shows how many of the items you've unlocked in the game and how many championship trophies you've earned
- **Profile Points Earned** – The total number of Profile Points you've accumulated (Profile Points available to spend are listed in the Unlock Items option listed in the next section)
- **Profile Points Remaining** – The number of Profile Points you have left to spend on locked items
- **Total Races** – How many races you've completed
- **Total Victories** – How many first-place victories you've earned
- **Win Percentages** – Tells you how many races you have won compared to how many races you have completed.
- **Most Winning ATV** – Tells you which ATV has been most successful for you
- **Longest Jump** – The longest jump you've successfully landed in any event
- **Most Stunt Points in an Objective** – The most stunt points you've accumulated during a Freestyle objective
- **Most Combos** – The most stunt combos you've successfully landed in one jump
- **Most Stunt Points in One Jump** – The most stunt points you've achieved in one jump without wrecking

TROPHIES

See how you're doing in each of the 14 Championships. Press the directional button ⬅/➡ and ⬆/⬇ to switch championships and difficulty modes.

- In race championships, a bronze trophy indicates that you finished third place in the championship, a silver trophy indicates second place, and a gold trophy indicates first place.
- In the Amateur Freestyle championship, a bronze trophy indicates that you have successfully completed 24 objectives. You'll get a silver trophy if you complete 30 objectives, and if you complete all 36, you'll get the gold.
- In the Pro Freestyle championship, 18 completed objectives will earn you a bronze trophy, while 24 will give you a silver trophy. If you complete all 30 objectives, you'll get to show off a gold trophy.



Earning trophies means:

- **Earning valuable profile points that allow you to unlock items such as ATVs, rider equipment, events, and games**
- **Unlocking events**
- **Unlocking championships**
- **Unlocking difficulty levels**

RECORDS

Flip through pages of statistics and see how you have done on each track.

ATVS

Check out your collection of ATVs.

RIDER EQUIPMENT

Cycle through pages of unlocked gear, helmets, goggles, gloves, and boots.

GAMES

See which games you can play.

UNLOCK ITEMS

This is where to go when you are ready to spend some Profile Points. You can unlock the following items:

- **ATVs – To unlock ATVs, you'll need to save Profile Points first. The only exceptions are the red, blue, green, and yellow Ravage Talons. You get those free, just for completing the Training Course!**
- **Rider Equipment – You'll also need Profile Points to unlock rider equipment. The only exceptions are the ATV Offroad Fury 2 rider equipment you'll receive when you complete the Training Course (so you'll be color-coordinated with your new Talons).**
- **Tracks – The economical way to unlock tracks is by playing through the Championships, or you can unlock them with Profile Points. Note that some environments have multiple tracks and event types. For example, Prospect Springs features an Amateur Nationals track, an Amateur Enduro, a Pro Enduro, and an Amateur Freestyle event.**
- **Games – Two mini games are available, but two are locked. They're great fun so check 'em out!**

After you have unlocked an item, it will become available for use in a game, and it will also become a part of your Player Profile.

COPY PROFILE

Select this to copy a profile onto the same memory card or between two memory cards.

DELETE PROFILE

Select this to delete a profile from any available memory card.

PROFILE POINTS

WHAT ARE PROFILE POINTS?

Profile points are used to unlock items.

WHEN CAN I EARN PROFILE POINTS?

First, you need to create a Player Profile. You can only earn profile points when competing in Single Player Race, Single Player Freestyle, or Single Player Championship modes. The event type (Nationals, Supercross, Enduro, Freestyle, and Short Track) doesn't matter.

HOW DO I EARN PROFILE POINTS?

Profile Points are calculated by the following:

- **Your final stunt score in any race or freestyle event (you'll get 1 profile point for every 1,000 stunt points)**
- **The number of combos you successfully executed (you'll get 1 profile point for every combo)**
- **Your finishing place (point distribution varies depending on whether you're competing in a single race, a freestyle event, or a championship)**

You'll also earn profile points when you earn championship trophies.

WHEN WILL I NOT EARN PROFILE POINTS?

- **You can't earn profile points in Practice, Lap Attack, or Freeride modes.**
- **You can't earn them during Multiplayer competition.**
- **You will earn no profile points if you come in 5th place in any event.**

SO IS STUNTING IMPORTANT DURING A RACE?

Sure is, if you want to accumulate more Profile Points!

COMPETING IN THE CHAMPIONSHIPS

In ATV Offroad Fury 2, you can compete in any of 14 championships. Competing in championships allows you to unlock environments for certain event types. You can also unlock environments with Profile Points. See "The Profile Editor" section on page 25.

Placing well at the end of a championship can earn you a gold, silver, or bronze trophy (for first, second, and third place, respectively). Go for the gold in each championship – the rewards are huge!

There are four championships available from the start:

AMATEUR NATIONALS

(NORMAL DIFFICULTY)

This is a fairly easy five course series. Newbies who want to race should try this championship first. If you place high enough in a race, you get to move on to the next race.

AMATEUR SUPERCROSS

(NORMAL DIFFICULTY)

This is a six course stadium series. Notice it's not exactly a sell-out crowd. After all, you're just getting started. Nevertheless, these are great courses to learn the art of taking rhythm sections properly. And once you've got the hang of it, you'll be surprised how many ways you can mix up jump sections to shave seconds off your lap times.

AMATEUR ENDURO

(NORMAL DIFFICULTY)

Take to the trails and go full throttle. These tracks don't have complex rhythm sections, but you've got to pay attention to the waypoint gates. The arrows tell you where to go. Ignore them and you'll spend plenty of time smashing into trees, getting stuck in the mud or diving into streams.

AMATEUR FREESTYLE

Freestyle championships are run differently than race championships. In the Amateur Freestyle championship, your goal is to complete objectives on any of the six environments in the series, in any order. There are six objectives per environment. Try to complete all 36!

Here are the remaining 10 championships, and how to unlock them:

AMATEUR NATIONALS

(EXPERT DIFFICULTY)

If you earn a gold trophy in the Amateur Nationals Normal Difficulty championship, you get to compete against even tougher computer opponents in this six course series. The first five tracks will be the same, and the sixth track is a bonus for your troubles.

AMATEUR SUPERCROSS

(EXPERT DIFFICULTY)

A gold trophy in the Amateur Supercross Normal Difficulty championship earns you the right to compete with more brutal opponents a second time around. You'll recognize the first six courses, but the seventh course is a new one.

AMATEUR ENDURO (EXPERT DIFFICULTY)

If you were bold enough to win a gold trophy in the Amateur Enduro Normal Difficulty Championship, try this series on for size. Count on the computer riders to leave you in the dust at every opportunity. The first five courses you've seen before. The sixth one is a bonus.

PRO NATIONALS (NORMAL DIFFICULTY)

Earning any trophy in the Amateur Nationals Normal Difficulty championship allows you to compete in a brand-new six course series. These environments are a little more challenging, but it's nothing you can't handle…right?

PRO SUPERCROSS (NORMAL DIFFICULTY)

If you scored any trophies in the Amateur Supercross Normal Difficulty championship, you're ready for the Pro Supercross Normal Difficulty championship. Six new tracks in jam-packed stadiums. You better have learned how to preload by now.

PRO ENDURO (NORMAL DIFFICULTY)

Any trophy earned in the Amateur Enduro Normal Difficulty championship means you get to compete on five new waypoint trails. These courses are generally longer and more grueling. Missing waypoint gates can cost you big time. Keep your eyes on the road (and on the arrows)!

PRO NATIONALS (EXPERT DIFFICULTY)

Earning a gold trophy in the Pro Nationals Normal Difficulty championship is an impressive feat. What would be truly impressive is if you can crush the competition in this seven course melee.

PRO SUPERCROSS (EXPERT DIFFICULTY)

If you took home a gold trophy in the Pro Supercross Normal Difficulty championship, congratulations! You are truly a master of the game. Except for one final test - see if you can beat THESE guys! Seven courses await.

PRO ENDURO (EXPERT DIFFICULTY)

A gold trophy in the Pro Enduro Normal Difficulty championship entitles you to join this six course fray. If you don't cut corners and race as aggressively as possible, expect to be dusted.

PRO FREESTYLE

The moment you complete 24 objectives (a bronze trophy) in the Amateur Freestyle championship, you will have a chance to compete in the Pro Freestyle championship. Five new environments with six objectives each should keep you busy for a little while.

MINI GAMES

ATV Offroad Fury 2 features four mini games. Check 'em out!

TAG

Get the bouncing ball and hang onto it! Sounds easy, except for one thing. The weight of the ball slows down your ATV, making you an easy target! You get a certain amount of points for every second you hold on to the ball. Stunting while you have the ball earns you even more points. The player with the most points when time runs out is declared the winner.

HOCKEY

Pick a team, then try to knock the puck into the opponents' goal! When time runs out, the team with the most goals wins.

KING OF THE HILLS

Some hills and jumps are lit. Stunt off a lit hill to claim it. The light will change to your color. If someone else scores more points from your hill, they'll claim it! The player with the most hills claimed at the end of the competition is the winner. In the event of a tie, the player with the highest score wins.

TREASURE HUNT

Collect the tokens as fast as you can! On some courses, all of the tokens are available at once. On other courses, you'll need to collect one set of tokens to make the next set of tokens appear. The game ends when all tokens are gone or when time runs out. The player who collected the most tokens is the winner. In the event of a tie, the player with the highest score wins.

ATV Offroad Fury 2™

THE WAYPOINT EDITOR

Use the Waypoint Editor to create custom Enduro courses. You can save up to three Enduro waypoint races per environment.

Note that you can only select unlocked environments for editing. The environments that you can use with the Waypoint Editor are the same environments that feature Amateur and Pro Enduros in the game.

See the "Waypoint Editor Controls" section on page 9.

CREATING A NEW ENDURO WAYPOINT RACE

You'll begin at a location near the center of the world.

1. **Move the arrow cursor around the world with the left analog stick or directional button. To adjust your view, use the right analog stick.**
2. **Press ⊗ to place the Start/Finish gate. The gate will be yellow, which indicates that it is under your control and ready to be moved or rotated. The arrow will show you the direction of the gate.**
3. **Use the left analog stick or directional button to move the gate around the world. Use L1 and R1 to rotate the gate. If the gate turns red, it means you cannot place the gate at that location.**
4. **Press ⊗ to place the gate. The gate will turn green, and your arrow cursor will be free to move around the world again.**
5. **Find a good location for the second gate and press ⊗. Once again the gate will be yellow, indicating that the gate is ready to be moved or rotated. Press the ⊗ to place the gate. Your arrow cursor will be available to move around the world again.**
6. **Repeat step 5 until you've placed all your gates, then either press the SELECT button to enter Test Mode, or the START button to enter Pause Menu.**

EDITING WAYPOINT GATES

To select and edit a previously-placed gate:

1. Press either L1 or R1 until the gate you would like to edit is highlighted green, or move the arrow cursor over the gate to highlight it.
2. Press ⊗ to gain control of the gate. The gate will turn yellow to indicate that it is ready to be moved or rotated.
3. Use the left analog stick or directional button to move the gate around the world. Use L1 and R1 to rotate the gate. If the gate turns red, it means you cannot place the gate at that location.
4. Press ⊗ to place the gate. The gate will turn green, and the arrow cursor will be free to move around the world.

To delete a gate:

1. Press either L1 or R1 until the gate you would like to edit is highlighted green, or move the arrow cursor over the gate to highlight it.
2. Press ⊗ to gain control of the gate. The gate will turn yellow to indicate that it is ready to be moved or rotated.
3. Press △ to delete the gate. The arrow cursor will then be free to move around the world.

To undo your last command: Press ◉.

Note: The next gate that you place will be inserted directly after the previously selected gate in the series. If you want to continue adding gates to the end of the series, press and hold L1 or R1 until the last gate in the series is highlighted. An overlay at the top of the screen always states the last gate you've placed or edited.

ATV OFFROAD FURY 2™

TESTING THE RACE

1. Press the SELECT button. Your ATV will be placed at the Start/Finish gate. Now follow the arrow and drive through your new course.
2. To resume editing the course, press the SELECT button. Your ATV will be replaced with the arrow cursor, and you can resume editing. Note that if you press L1 or R1 at this time, you will be transported to the previous or next gate that was selected just before you tested the race.

SAVING OR QUITTING

At any time you can press the START button to bring up the Pause Menu. From this menu you may either resume editing/testing, save the waypoint course, or quit without saving.

THE ATVS

Check out the performance specs on the ATV/Rider Select screen. Each machine features a different set of engine, traction, and suspension tuning parameters. You can keep the default settings, or you can adjust each setting within a certain range indicated by the gray bar.

Eight ATVs are available from the start… save up Profile Points and unlock the rest!

Note that in Single Player mode, the ATV you choose will define the ATVs the computer chooses to guarantee fair competition. For example, if you choose one of the ATVs in the Sport Series to start your race, the computer will only choose from ATVs in the Sport Series as well.

The only exception to this rule are the Normal Difficulty championships. In these championships, the computer riders start out on intermediate-series ATVs and progress up to race-series ATVs as you make your way through the courses. Your choice of ATV does not affect the computer selections.

In two-player mode, the computer will choose ATVs based on both players' selections.

ONLINE COMPETITIONS

Two to four players can compete online.

REQUIREMENTS

To compete in Online play you must have:

- **A broadband or 56K dial-up internet connection**
- **A Network Adaptor (Ethernet/modem) (for PlayStation 2)**
- **Memory card with 400 KB of free space**

The Network Adaptor (Ethernet/modem) (for PlayStation 2) connects your PlayStation 2 computer entertainment system to the internet through either a broadband or dial-up connection. For installation instructions, check the documentation that came with the Network Adaptor.

NOTES ABOUT ONLINE GAMEPLAY

Compete online against up to one, two or three other riders.

- **Compete against real players only. There are no computer riders in Online play.**
- **Online play requires a player profile. See "The Profile Editor" section on page 25.**
- **Players cannot unlock anything during Online competition. Only items unlocked by the host player are available to other online players.**
- **No Player profile or Hall of Fame information is saved during Online play.**

GETTING STARTED (FIRST TIME SETUP)

There are some important things to do before you play online for the first time.

CONNECT THE NETWORK ADAPTOR

Important: Before proceeding read the documentation that came with your Network Adaptor.

Connect the Network Adaptor to the back of the PlayStation 2 computer entertainment system. Then plug your internet connection into your Network Adaptor.

CREATE AN ONLINE ACCOUNT

To play ATV Offroad Fury 2 online, you must first create an online account. To do this, you must first load and run the Setup disc that came with the Network Adaptor.

ATV OFFROAD FURY 2™

CREATE A PLAYER PROFILE

After you have established a connection to the internet and you have created an online account, place the ATV Offroad Fury 2 disc back in the disc tray and press the reset button. If you have not already created a Player profile, you must do so now. On the Main Menu, select PLAYER PROFILE. Then select CREATE PROFILE, and select your ATV and rider settings.

GET ONLINE

Select ONLINE from the Multiplayer Menu, then follow the onscreen instructions to match up with opponents around the world.

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WE WOULD LIKE TO THANK EACH INDIVIDUAL AT SONY COMPUTER ENTERTAINMENT AMERICA FOR THEIR CONTRIBUTIONS, SUPPORT AND DEDICATION TO THE SUCCESS OF ATV OFFROAD FURY 2 WITH SPECIAL RECOGNITION TO THE

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SPECIAL THANKS
Ann Rego, Alixandria Baumsteiger, Noel Silvia, Mayble, Mark Mahler, Yukari Takahashi, Jessica Dickinson, Kristen Goebel, Shari Vogl, Michelle Lewis, Stacy, Ryan, and Matt Novis, Renee Aikens, Nicole Major, Edith Fuentes, Gillian Ashe, Danielle Librera, Kelly and Karalee Church, Jessica di Cosola, Shanti Rosset, Ray and Rebecca Milora, Maya and Zen, Travis Riffle, Dan and Tom at Lone Star Racing, The German Corner, Samurai Comics, Garay's House of Patience

MUSIC

"American Cliché"
Performed by Filter
Written by Richard Patrick
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"Amplified"
Performed by Cypress Hill
Written by Freese, Muggerud, Reyes, Corra, Zambrano & Fleener
BMG Songs, Inc. / Hits From Da Bong Music administered by BMG Songs, Inc. (ASCAP) / Soul Assassins Music [ASCAP] / Phreakas Ada Phunk Music [ASCAP] / Mo Bo Music [ASCAP] / Ghetto Surfer [ASCAP] and Ronjeremyfleener Music [ASCAP]
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"Boom Attack"
Performed by Meeker
Written by Rachel Morrison & Tom E. Morrison
Produced by Tom E. Morrison
Website: www.meeker-seeker.com
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"Boomshakalaka"
Performed by Logan 7
Produced by Pop Rox
Words and music by Sam Hollander and David Schommer
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"The Corn Rocket"
Performed by
Southern Culture on the Skids
Written by Richard Dale Miller
Published by
Monkey Dog Music [BMI]
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"Courage"
Performed by Alien Ant Farm
Words and music by Dryden Mitchell, Terence Corso, Tye Zamora and Mike Cosgrove
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Performed by Stereomud
Written by Dan Richardson, Corey Lowery, Joey Zampella, Erik Rogers, John Fattoruso and Don Gilmore.
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"Eight Cylinder Jam"
Performed by
The Baldwin Brothers
Written by Jason Hinkle and T.J. Widner
Published by TVT Music, Inc. [ASCAP] / Baldwinstyle
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"Ghetto Square Dance"
Performed by Coolio
Published by Zefanator Music [ASCAP] / Vics Concepts [ASCAP]
Courtesy of Dragon Riders Inc.

"Here To Stay"
Performed by Korn
Written by R. Arvizu, J. Davis, J. Shaffer, D. Silveria and B. Welch
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"The Key To Gramercy Park"
Performed by Deadsy
Words and music by Elijah Blue Allman, Renn Hawkey, Alec Puro, Josh Richman, Carlton Bost and Craig Riker.
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Performed, written and arranged by Head On
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"Paragraph President"
Performed by Blackalicious
Written by X. Mosley / T. Parker for Obrafo Music [ASCAP] / Gifted Music [ASCAP]
Lyrics by The Gift of Gab / Music by Chief Xcel
Produced, composed and arranged by Chief Xcel
Vocals by The Gift of Gab / Cuts by Chief Xcel
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"Parade"
Performed by Garbage
Words and music by Douglas Elwin Erickson, Shirley Ann Manson, Steve W. Marker and Bryan David Vig
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Performed by Riddlin Kids
Written by Clint Baker, David Steel, Dustin Stroud and Mark Johnson
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"The Revolution"
Performed and written by BT
Produced, arranged and mixed by Brian Transeau at 4 Box Studios
Vocals by BT and Rasco, Guitars by Richard Fortus, Bass by Tommy Stinson, Drums by Brain
Additional engineering: Clif Norrell
Published by Embrace the Future Music [BMI]
℗ 2001 Embrace the Future, Inc.

"Science"
Performed by System of a Down
Written by Daron Malakian, Serj Tankian, Shavo Odadjian and John Dolmayan
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"Shinobi vs. Dragon Ninja"
Performed by Lostprophets
Written by Ian Watkins, Stuart Richardson, Mike Lewis, Mike Chiplin, Lee Gaze & Jamie Oliver
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"So I Quit"
Performed by Filter
Written by Richard Patrick
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"Stick 'em Up"
Performed by Quarashi
Written by Sölvi Blöndal, Omar Orn Hauksson and Hussi Olafsson
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"Techknowledgy"
Performed by Utah Saints
Written by Jeremy Willis, James Osterberg and James Williamson
Published by Zomba Music Publishers Ltd., EMI Music Publishing Ltd., Notting Hill Music Inc. [BMI] and James Osterberg Music [BMI] / Strait James Music [BMI] (administered by Bug / Mainman Fleur Music [BMI])
Produced, recorded and mixed by Utah Saints
Taken from the album entitled "Two"
℗ 2000 The Echo Label
Contains a sample of "Search and Destroy"
Performed by Iggy and The Stooges
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"Thick Skin"
Performed by Systematic
Written by Tim Narducci / Adam Ruppel
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"What's Going On?"
Performed by Mekon featuring Roxanne Shanté
Written by John Gosling and Lolita Gooden
Published by Chrysalis Music Limited and Mytukidz Publishing [ASCAP]

Produced by John Gosling,
additional engineering by
Tim Conklin
Taken from the album
"Relax With Mekon"
℗ 2000 Wall of Sound Recordings

"What's Golden"
Performed by Jurassic 5
Written by Dante Givens,
Courtenay Henderson,
Lucas MacFadden,
Mark Potsic, Charles Stewart,
Marc Stuart, James Henry Boxley,
Carlton Douglas Ridenhour
and Eric Sadler
Published by Inshallah Music,
Najla Music, Upper Cut Music,
DJ Nu
Mark Music, Manphibian Music,
Macari & Me Music, Reach Global
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